



Is your child ready to play 10 & Under Tennis Tournaments?

Answer these 3 simple questions to find out!

1. Serve - Can they get 50% or more of their serves in?
2. Rally - Can they sustain rallies of 4 shots or more?
3. Score - Do they know how to keep score?

If yes to all 3 questions then they are ready to play tournament tennis! If you can't answer yes to all three of these yet, then group instructional programs and USTA Play Days are great ways to help your kids learn while having loads of fun.

General Description of Events:

10 and Under Competitive Tennis starts at Level 8/7 (Entry Level Orange Ball), progresses from Level 6 (Orange Ball Intermediate) to Level 5 District Green (Green Ball Intermediate/Advanced) and finally to Section Green (Green Ball Advanced). Players are strongly encouraged to compete at each appropriate level, to achieve the skills necessary to succeed. **It is *not* a race to the yellow ball!**

BG8 Divisions: Red Ball Tennis, 36' Court, Scoring = Best of three 7-point Games (No win by 2 - i.e. at 6-6 in points the next point wins), Non-Elimination Draws, 23" Maximum Racquet Length. *[Please thoroughly review the [10U Player Competencies](#) to see what player development should occur with Red Ball Tennis.]* **8 AND UNDER TOURNAMENTS DO NOT AWARD POINTS AND DO NOT COUNT TOWARD A SECTION STANDING.**

BG10 Divisions - Level 6, 7 & 8 Tournaments: Orange Ball Tennis, 60' Court, No-Add Scoring, Non-Elimination Draws, 25" Maximum Racquet Length. *[Please thoroughly review the [10U Player Competencies](#) to see what player development should occur with Orange Ball Tennis.]*

BG10 Divisions - Level 4 & 5 Tournaments: Green Ball Tennis, 78' Court, No-Add Scoring, Non-Elimination Draws, 29" Maximum Racquet Length. *[Note: Levels 4 and 5 are Advanced 10U Tournaments - Please thoroughly review the [10U Player Competencies](#) to determine if your child is ready to play Green Ball Tennis tournaments.]*

Following are the **Rules and Regulations** of 10 & Under Tennis in the Mid-Atlantic Section.

10 and Under Tournament Rules and Regulations

1) TOURNAMENT LEVELS

- a. Level 8 tournaments - Futures
 - (1) Shall not exceed 2 hours in length
 - (2) Shall be a non-elimination draws, using and shortened match format and/or timed-play
 - (3) All players will receive MAS Standings Points based on 'Participation', not results

- b. Level 7 tournaments
 - (1) Limited to half-day events
 - (2) Shall be non-elimination events, using shortened formats
 - (3) Awards Standings Points to players based on results

- c. Level 6 tournaments
 - (1) Limited to one-day events
 - (2) Shall be non-elimination events, using shortened formats
 - (3) Awards Standings Points based on a player's results

- d. Level 5 tournaments - District Green
 - (1) Level 5 Tournaments shall be 1-Day, non-elimination draws, using shortened formats OR 2-day, non-elimination draws with block seeding and shortened formats
 - (2) Maximum number of games allowed per day shall not exceed 45
 - (3) Awards Standings Points to players based on results
 - (4) ONE LEVEL 5 ORANGE BALL DISTRICT CHAMPIONSHIP may be held in each year
 - (5) Earned Advancement**
 - (a) Please thoroughly review the [10U Player Competencies](#) to determine if your child is ready to play Green Ball Tennis tournaments
 - (b) To be accepted into a District Green tournament, a 10 & Under Boy must have a Standing of at least 120 or stronger on the most current USTA Mid-Atlantic Standing List; a Girl must have a standing of 100 or stronger.**

- e. Level 4 tournaments - Section Green
 - (1) The draw format will be non-elimination, based on the number of entrants, including Full Feed-In Consolation OR a Compass Draw OR a Round Robin
 - (2) The tournament may be hosted over a 2-day period, maximum
 - (3) Maximum number of games allowed per day shall not exceed 63 (a tie-break counts as 1 game); 65 if event is completed in one day
 - (4) Limited to draws of 32 players
 - (5) ONE LEVEL 4 SECTION ORANGE CHAMPIONSHIP may be held each year for players advancing through the Orange Ball Circuit
 - (6) Earned Advancement**
 - (a) Please thoroughly review the [10U Player Competencies](#) to determine if your child is ready to play Green Ball Tennis tournaments

(b) To be accepted into a Section Green tournament, a 10 & Under Boy must have a Standing of at least 80 or stronger on the most current USTA Mid-Atlantic Standing List; a Girl must have a standing of 60 or stronger.

2) DRAW AND MATCH FORMATS

a. MATCH Format Regulation **District Green (Level 5) & District Orange (Levels 6 & 7)**

(Maximum Games Per Day = 45)

- (1) Up to 3 Matches Per Day: Match Format = 2 Short-Sets*, No-Add Scoring, *Short-Sets are 1st to 4 game sets, and at 3-3 in games another no-add scoring game is played to determine the set winner. If players tie at 1 set all, then a first to 7 point match tie-break is played. Maximum Games = 45
- (2) Up to 4 Matches Per Day: Match Format = Super-Set matches to 6, No-Add Scoring, at 5-5 a first to 7 point tie-break game is played. Maximum Games = 44
- (3) Up to 5 Matches Per Day: Match Format = Super-Set matches to 5, No-Add Scoring, at 4-4 a first to 7 point tie-break game is played. Maximum Games = 44

b. Match Format Regulation **Section Green (Level 4)**

- (1) 2-Day event: Up to 3 Matches per Day: Match Format = Best 2 of 3 Short-Sets (1st to 4, at 3-all, play 1 more game), No-Add Scoring, Maximum Games = 63
- (2) 1-Day event: 16 player draw, completed in 1-Day by using a 7 point tiebreak in lieu of a 3rd set | 4 matches = 65 max total games

c. DRAW Format Regulation **District Green (Level 5) & District Orange (Levels 6 & 7)**

- (1) Up to 5 Players: Draw Format = Round-Robin
- (2) 6 to 8 Players: Draw Format = FICQ with a Top 8 Playoff
- (3) 9 to 32 Players: Draw Format = Compass or FICQ with a Top 8 Playoff and a dependent consolation draw to insure everyone plays a minimum of 3 matches.
- (4) Events with more than 32 players shall be split in two - an A and B draw. Seeds 1,3,5,7 go into Draw A, seeds 2,4,6,8 go into Draw B. (Maximum Games Per Day = 45)

d. DRAW Format Regulation **Section Green (Level 4)**

- (1) Up to 5 Players: Draw Format = Round-Robin
- (2) 6 to 8 Players: Draw Format = FICQ with a Top 8 Playoff
- (3) 9 to 32 Players: Draw Format = Compass or FICQ with a Top 8 Playoff and a dependent consolation draw to insure everyone plays a minimum of 3 matches.

3) MID-ATLANTIC STANDINGS

- a. When draw sizes are limited, player selection will be based on the most recently published USTA Mid-Atlantic Standing List
- b. A player's Best Six (6) tournaments shall count toward the 10 & Under standings, plus 15% of a player's Best Six doubles events
- c. Bonus Points are not applied to a player's point total
- d. Points from the 12s Age Division shall not 'count down' to the 10 & Under Standings
- e. Points will be awarded according to the tournament level (See point chart). In addition, each player will receive two (2) participation points for each event played, up to 6 events (maximum twelve (12) points)

4) 12 And Under Entry Level Tournaments

- a. In 2014 – In Virginia: Entry Level 12 and Under tournaments (L8 & L7) shall use green ball
- b. In 2014, the use of green ball is strongly recommended for Entry Level 12 and Under tournaments (L8 & L7) and will be mandatory in 2015

2014 10 & Under Levels in the Mid-Atlantic Section

BALL	NAME	POINTS	Who should play?
ORANGE	FUTURES - LEVEL 8	20*	First-Time/Novice [*20 Participation points awarded to USTA members.]
	LEVEL 7	110	Novice & Intermediate
	LEVEL 6	165	Intermediate
	ORANGE DISTRICT CHAMPIONSHIPS LEVEL 5	220	Advanced Intermediate – 1 per year
	SECTION ORANGE - LEVEL 4	330	Advanced Intermediate / Advanced - 1 per year
GREEN	LEVEL 5	220	Advanced Intermediate / Advanced
	GREEN DISTRICT CHAMPIONSHIPS LEVEL 5	220	Advanced Intermediate / Advanced
	SECTION GREEN - LEVEL 4	330	Advanced

USTA Mid-Atlantic Point Tables

<p align="center">Compass Draw May be used for all levels of 10 and Under Tournaments</p>					
Description	Finish	SG	DG	L6-10s	L7-10s
Champion	1	330	220	165	110
2nd Place	2	270	180	135	90
3rd Place	3	240	160	120	80
Semifinalist	3-4	210	140	105	70
Quarterfinalist	5-8	150	100	75	50
Reached R16	9-16	120	80	60	40
Reached R32	17-32	0	60	45	30

FULL FEED-IN DRAW thru Quarters

This draw may be used at any of the 10 & Under Levels; Preferred for Section Green

Description	Finish	SG	DG	L6-10s	L7-10s
Champion	1	330	220	165	110
2nd Place	2	270	180	135	90
3rd Place	3	240	160	120	80
4th Place/SF	4	210	140	105	70
FIC Winner	5	180	125	94	63
FIC Runner-up	6	180	125	94	63
FIC SF PL Winner	7	0	0	0	60
FIC SF	7-8	150	110	83	55
FIC Quarterfinalist	9-12	135	100	75	50
FIC Quarterfinal Qual	13-16	120	90	68	45
Reached FIC R16	17-24	105	80	60	40
Reached FIC R16 Qual	25-32	90	70	53	35
Reached FIC R32	33-48	0	60	45	30
Reached FIC R32 Qual	49-64	0	50	45	25

First Round and First Match Consolation

May be used for District Green, L6 and L7 – in conjunction with a voluntary 3rd Match Consolation
May NOT be used for Section Green

Description	Finish	DG	L6-10s	L7-10s
Champion	1	220	165	110
2nd Place	2	180	135	90
3rd Place	3	160	120	80
4th Place/SF	4	140	105	70
Quarterfinalist	5-8	100	75	50
Reached R16	9-16	80	60	40
Reached R32	17-32	60	45	30
Consolation	Points per Win	10	8	6

In the consolation, Byes do not count for wins; Withdrawals, walkovers and defaults will count as a win for the advancing player.